



# CRYPT GRUB

Insect

MOV COM RAN ARC MYT WND SAN

5/7 6/6 6/6 4/7 1 14 10

**BLADED LIMBS** COM • Base • Bleed

**DIGESTIVE  
ENZYME**

RAN • 8" • Burn

## FINAL FORM

This model retains any mutations in play when flipped to this side.

- **DEATH RATTLE** When this grub dies all models in base contact must take a COM defence test. If this is failed they suffer 2 WND.
- **SHARPENED LIMBS** Bladed Limbs inflicts Haemorrhage instead of Bleed.
- **SPITTER** Digestive Enzyme's range is increased to 10" and gains +2/+0 RAN.
- **RACING SNAKE** +1/+1 MOV.
- **HARDENED CHITIN** (Replaces Chitin) Any non-condition damage suffered by this model is reduced by 2, to a minimum of 1.

### INSATIABLE

If this model does not make a COM attack during its activation, it suffers 1 WND as its activation ends. It may attack friendly models.

### SWARM

This model gains +2/+0 COM for outnumbering enemy models instead of the usual +1/+0 COM.

### CHITIN

Any non-condition damage suffered by this model is reduced by 1, to a minimum of 1.

### GUARDIAN

This model gains 1 re-roll this turn if it is within 2" of an objective held by a friendly model (including itself).

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40MM BASE